Marko Sreckovic

Rendering engineer / Graphics programmer

Very passionate about programming and science in general. Also a creative person who loves to combine art with technology. Love learning new things and meeting new people.

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WORK EXPERIENCE

Senior Rendering engineer
The Multiplayer Guys

04/2023 - Present *Remote*

Rendering engineer / Graphics programmer
The Multiplayer Guys

09/2021 - 04/2023 *Remote*

Achievements/Tasks

- Visual improvements and tools for the existing graphical features.
- Optimizing geometry rendering and culling algorithms.
- Optimizations of the compute shaders using wave intrinsics, maximizing occupancy, reducing VGPRs etc.
- Memory optimizations.
- Core tech: C++, DirectX 12

Rendering engineer / Graphics programmer
Ubisoft

04/2021 - 09/2021 *Belgrade, Serbia*

Achievements/Tasks

- Working on Skull & Bones. The details of work are under NDA.
- Core tech: C++, DirectX 12, Vulkan

Junior C++ Programmer
Ubisoft

10/2019 - 04/2021 *Belgrade, Serbia*

Achievements/Tasks

- Working on a PvP for the game "Ghost Recon: Breakpoint"
- Porting "Assassins Creed: Unity" to Google Stadia platform. I was responsible for rendering part which includes porting graphics from DirectX 11 to Vulkan and optimization for given platform.

EDUCATION

Computer Science
Faculty of Computing (Racunarski fakultet)

10/2016 - 09/2021 *Belgrade, Serbia*

Natural sciences department
Grammar school

09/2012 - 07/2016 *Pozarevac, Serbia*

SKILLS

C++ | Java | Python | Git | Perforce

Graphics APIs(Vulkan, DirectX, OpenGL)

PERSONAL PROJECTS

Graphics showcase (C++, DX12)

- Showcase of the graphics algorithms for specific things. Still working on new samples.
- Sample 1: Volumetric clouds - rendering clouds using raymarching, multiple detail layers, interaction between sun light and cloud, cloud animations etc.
- Sample 2: Grass rendering - rendering high amount of animated grass using instancing, patch division, culling algorithms, LODs...

Forward+ Renderer (C++, DX12)

- Forward rendering engine with various optimizations/features
- Optims: Tiled light culling, geometry occlusion culling, meshlet culling, indirect drawing, separate threads for loading textures/meshes
- Features: Shadows, Bloom, PBR, IBL, SSAO, Antialiasing(TAA,MSAA), GPU/CPU sync

2D Light simulator (C++, OpenGL)

- Mini 2D game engine that has focus on light simulation. Can produce very beautiful and unique 2D scenery.
- Simulation includes: Light occlusion, normal mapping, subsurface scattering etc.
- Geometry and light culling optimizations.

LANGUAGES

Serbian
Native or Bilingual Proficiency

English
Full Professional Proficiency

Italian
Elementary Proficiency

INTERESTS

Gaming | Chess | Piano | Guitar | Digital art

Speedcubing